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**Silverbrook**

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(54) **VIDEO GAMING DEVICE WITH INTEGRAL  
PRINTER FOR PRINTING GAMING IMAGES  
AT LEAST PARTIALLY BASED ON AT  
LEAST SOME OF THE DISPLAY IMAGES**

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patent is extended or adjusted under 35  
U.S.C. 154(b) by 22 days.

This patent is subject to a terminal dis-  
claimer.

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**Related U.S. Application Data**

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Aug. 8, 2003, which is a continuation-in-part of  
application No. 09/437,007, filed on Nov. 9, 1999,  
now Pat. No. 6,835,135.

(30) **Foreign Application Priority Data**

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**A63F 9/24** (2006.01)

**B41J 2/01** (2006.01)

(52) **U.S. Cl.** ..... **463/47**; 463/30; 347/1;  
347/49

(58) **Field of Classification Search** ..... 463/1,  
463/30, 36, 43-44, 46; 273/148 R; 340/323 R;  
347/1-2, 13, 20, 42, 49, 65, 108-109

See application file for complete search history.

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(57) **ABSTRACT**

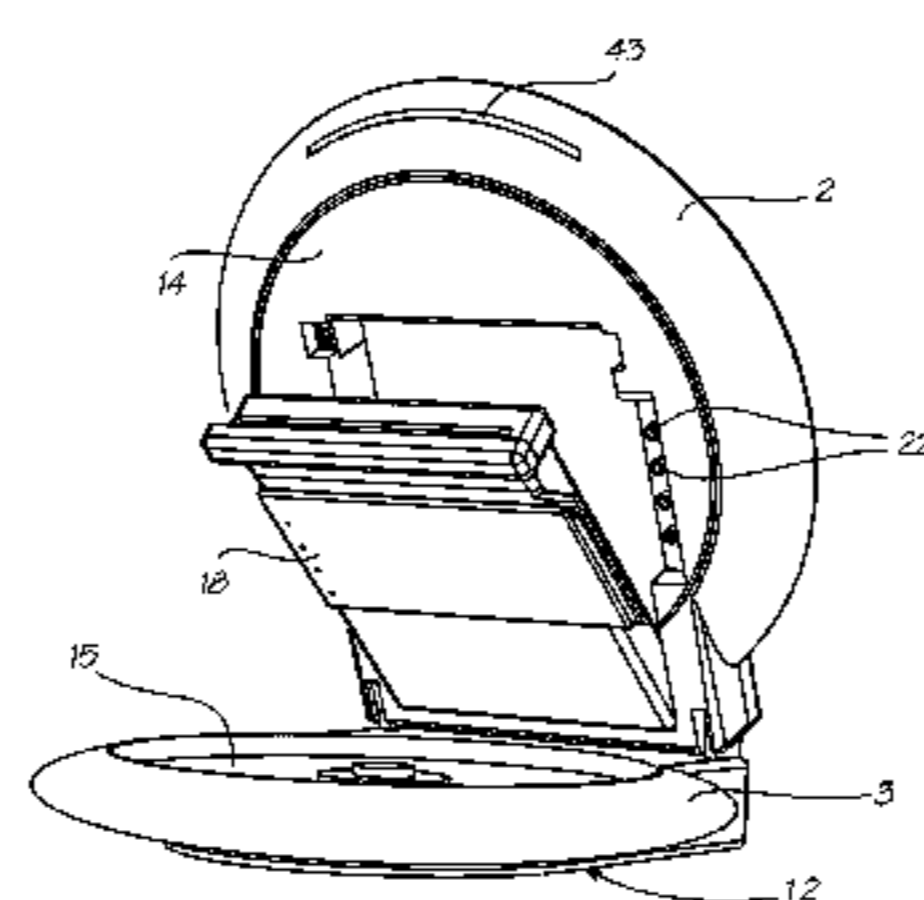
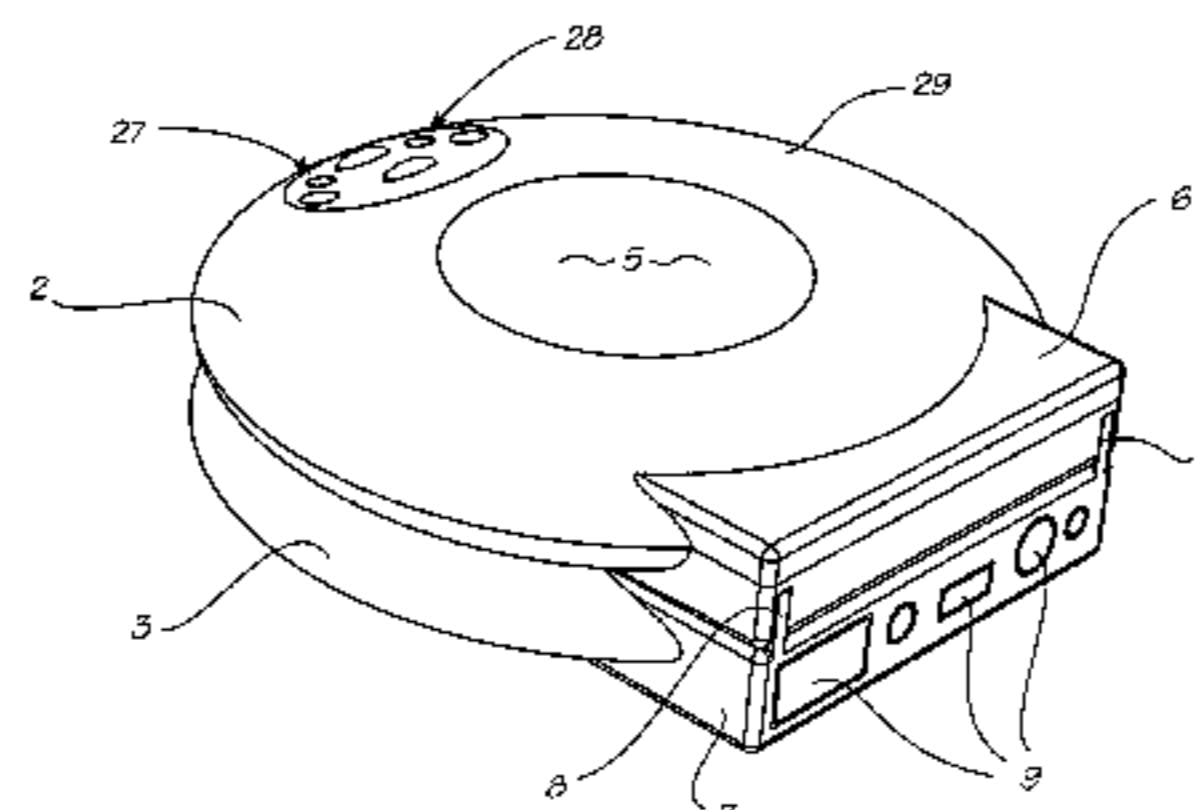
A video gaming device, comprising a housing that incorpo-  
rates:

communication means for receiving interaction data from  
at least one control device operable by a user;

processing means for executing interactive program at  
least partially in reliance upon the interaction data,  
thereby to generate display images for output to an  
image display means; and

a printer apparatus including a printhead, ink supply unit,  
and print media feed mechanism, said printer apparatus  
being operatively associated with said processing  
means to print one or more gaming images onto print  
media in response to execution of said interactive  
program, the gaming images being at least partially  
based on at least some of the display images.

**20 Claims, 10 Drawing Sheets**



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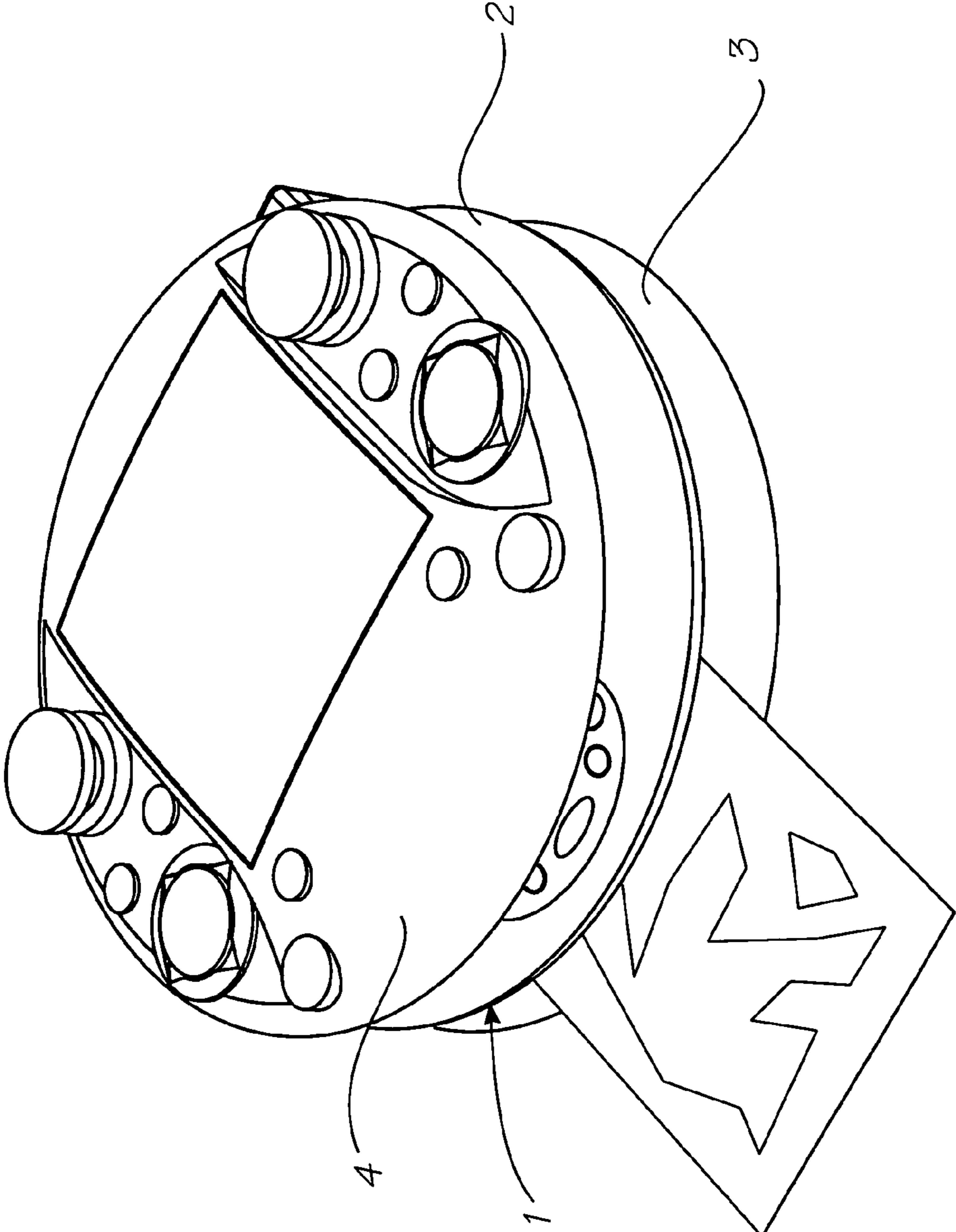


FIG. 1

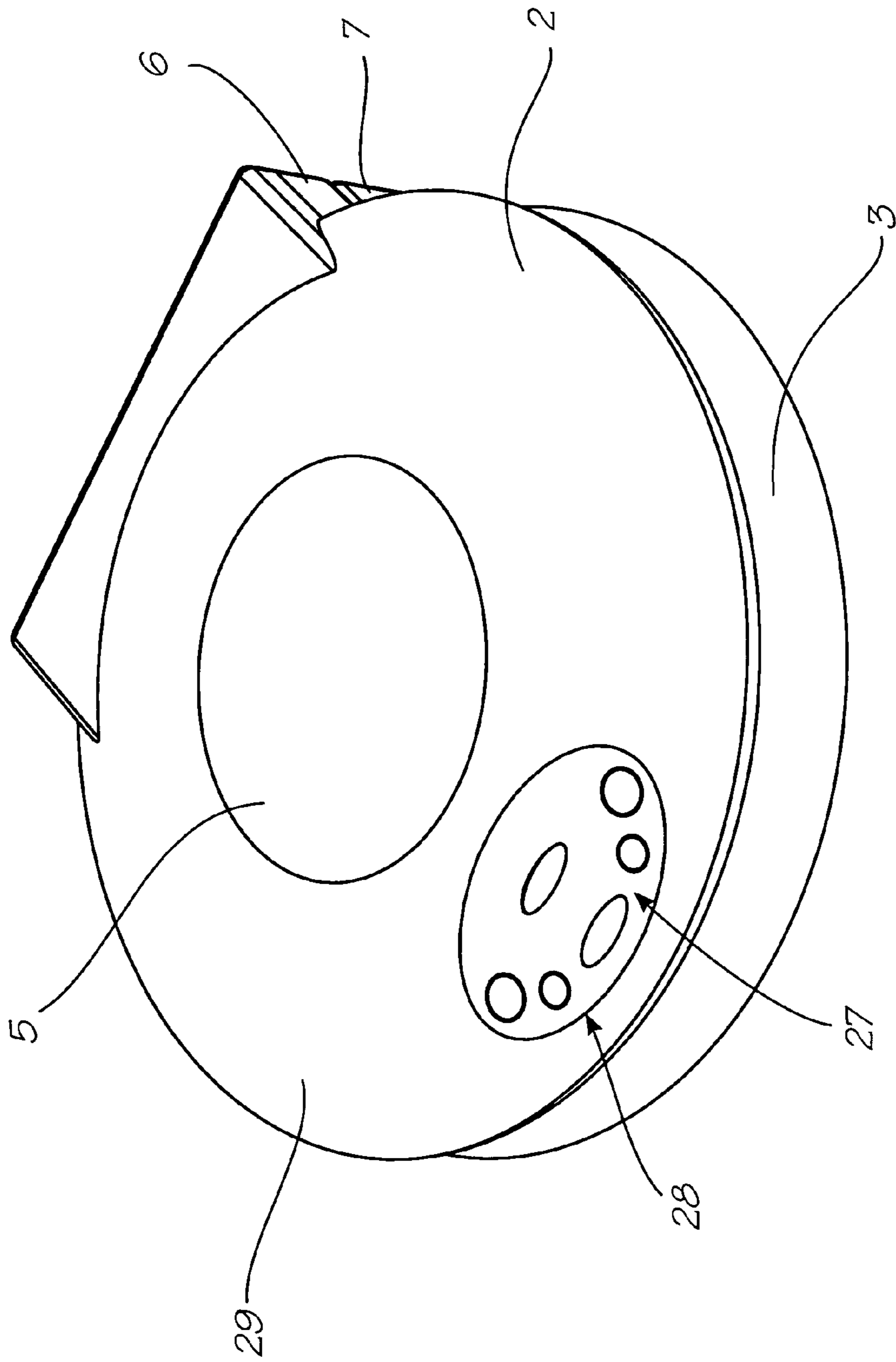


FIG. 2

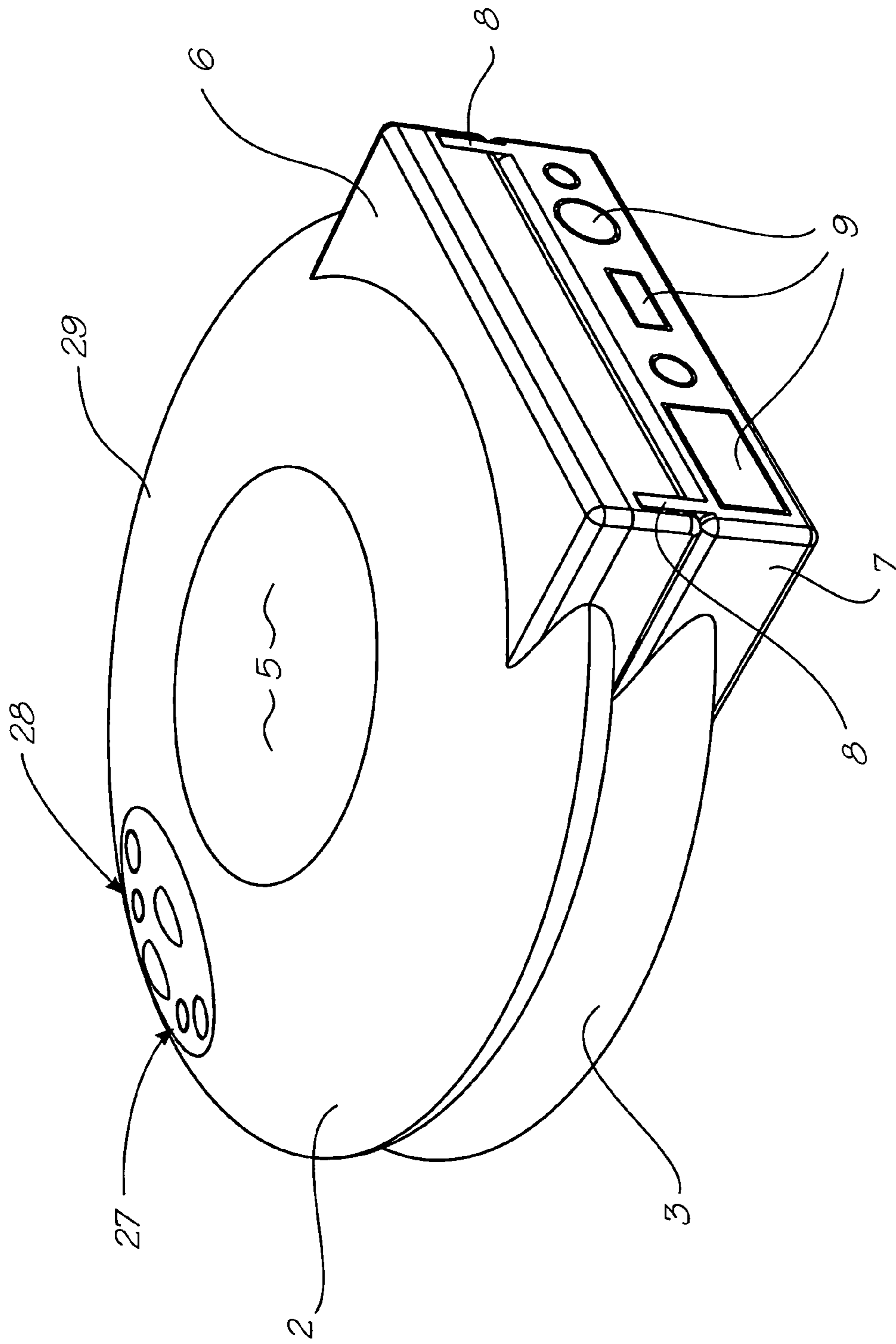


FIG. 3

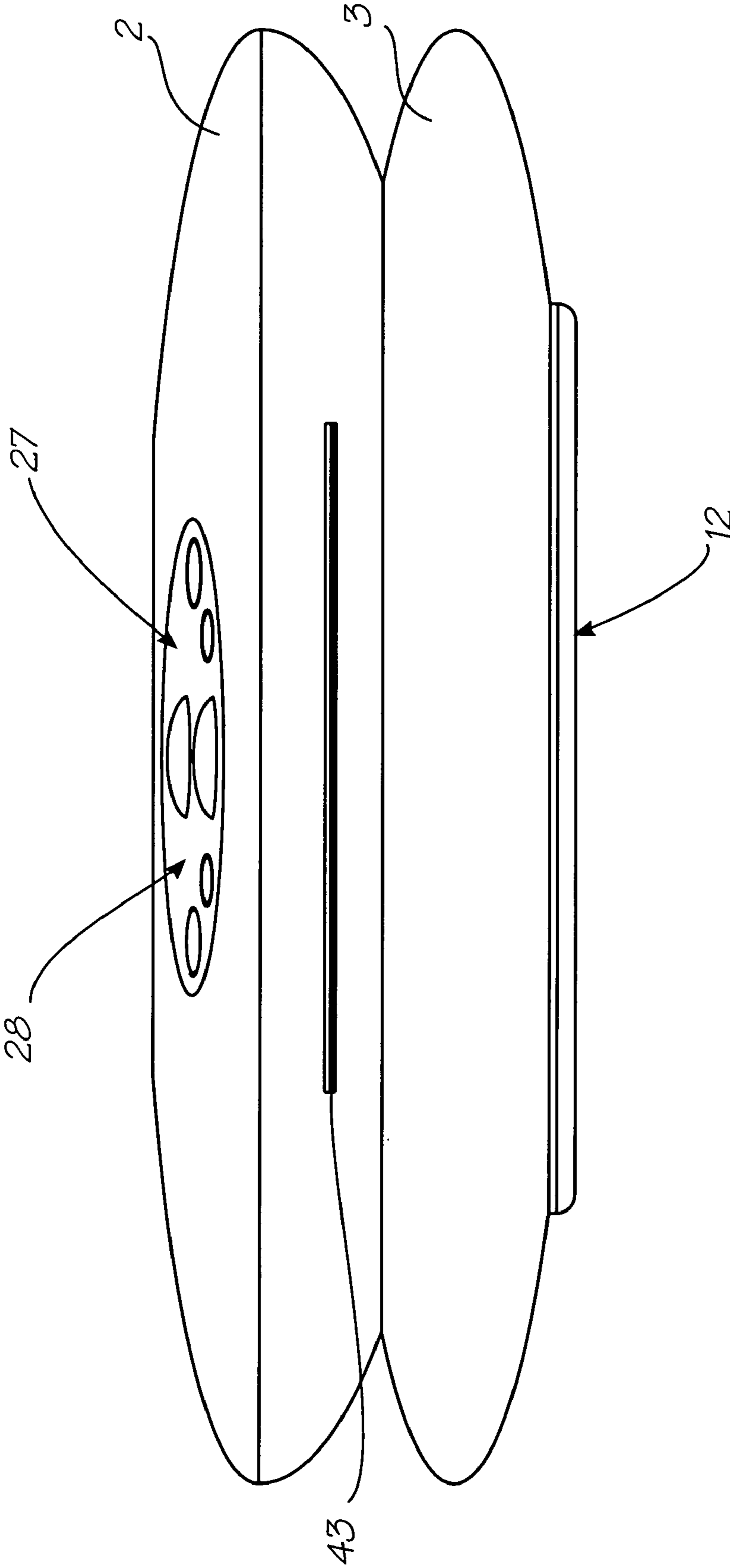


FIG. 4

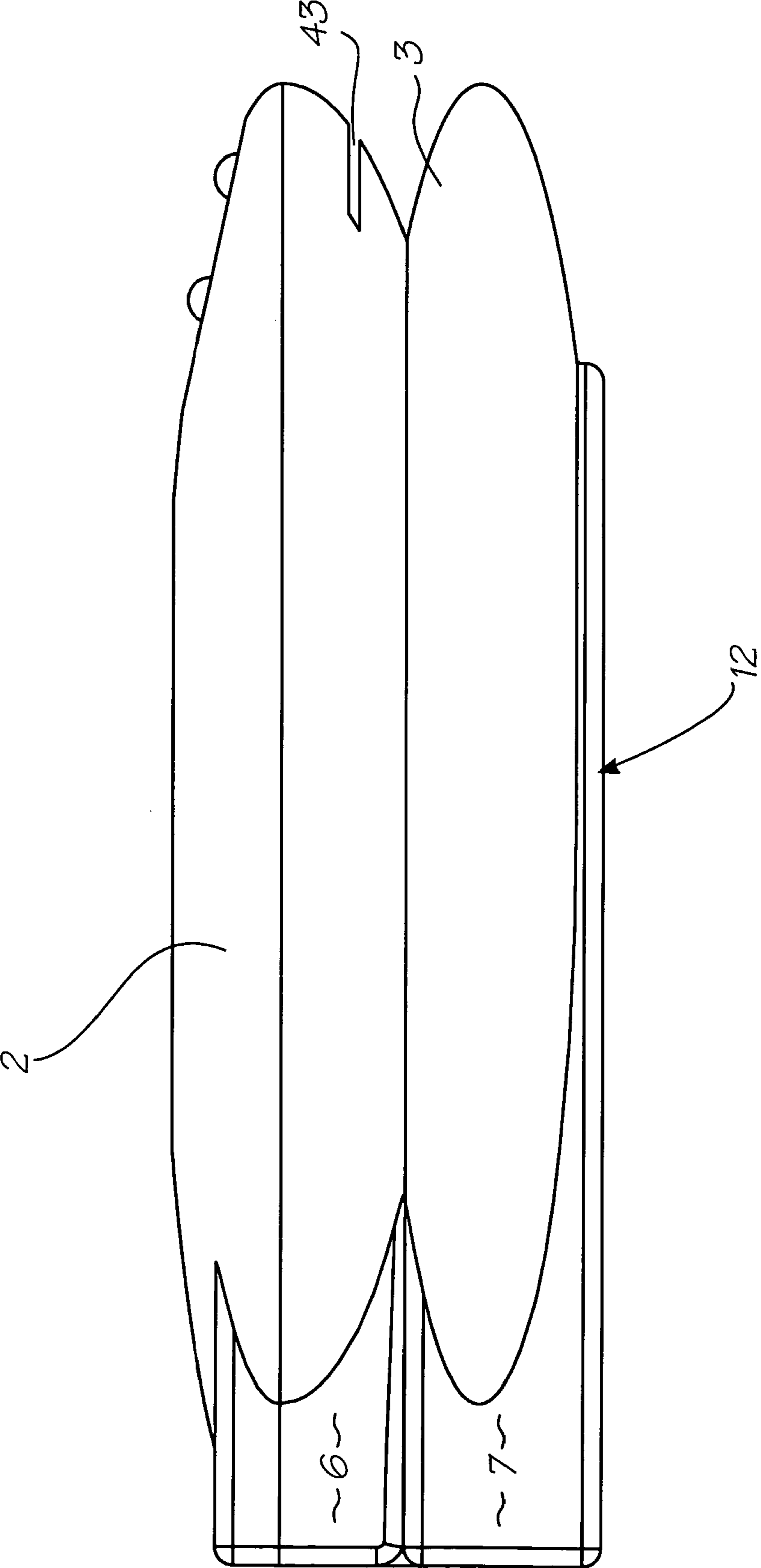


FIG. 5

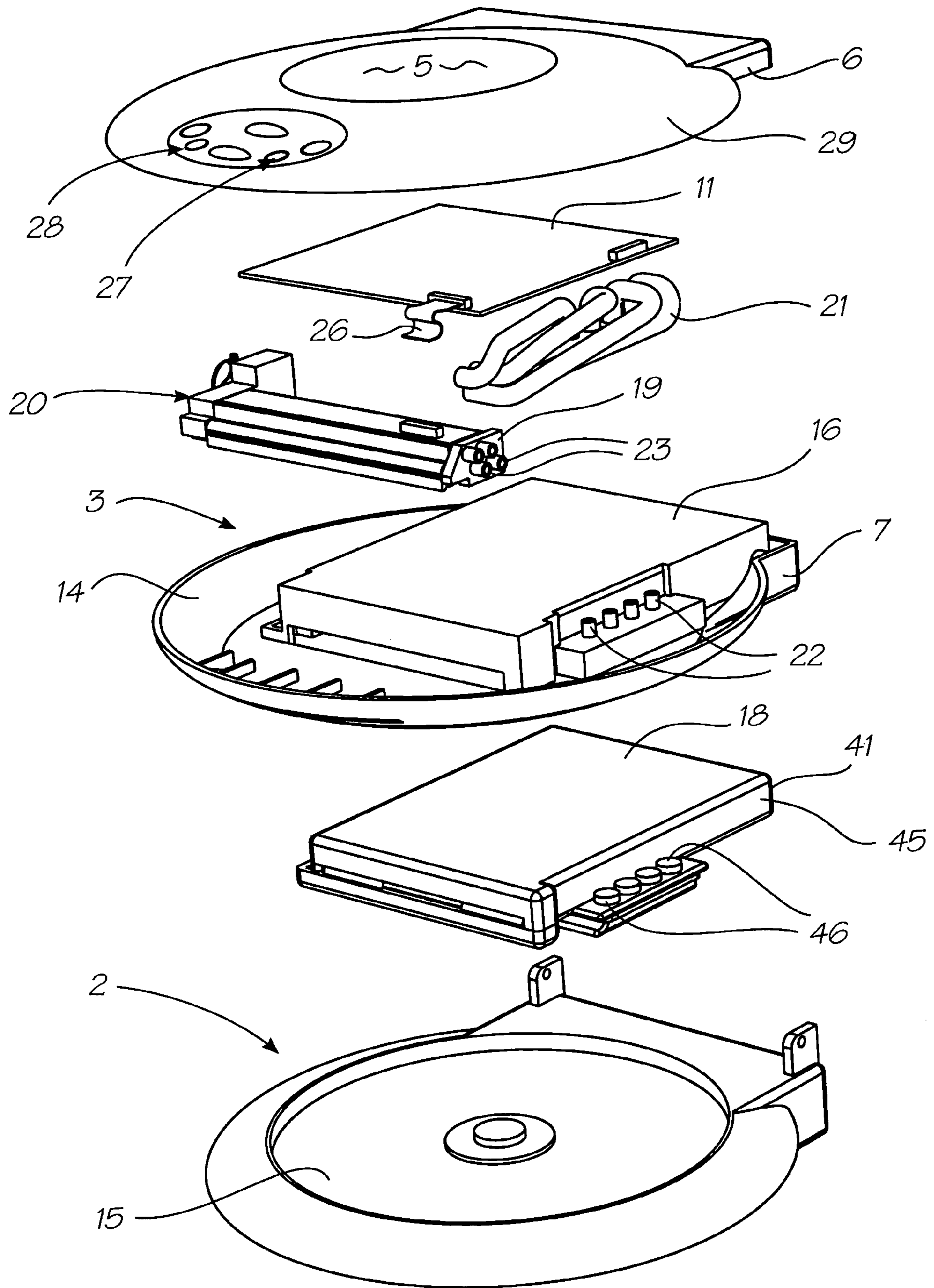


FIG. 6



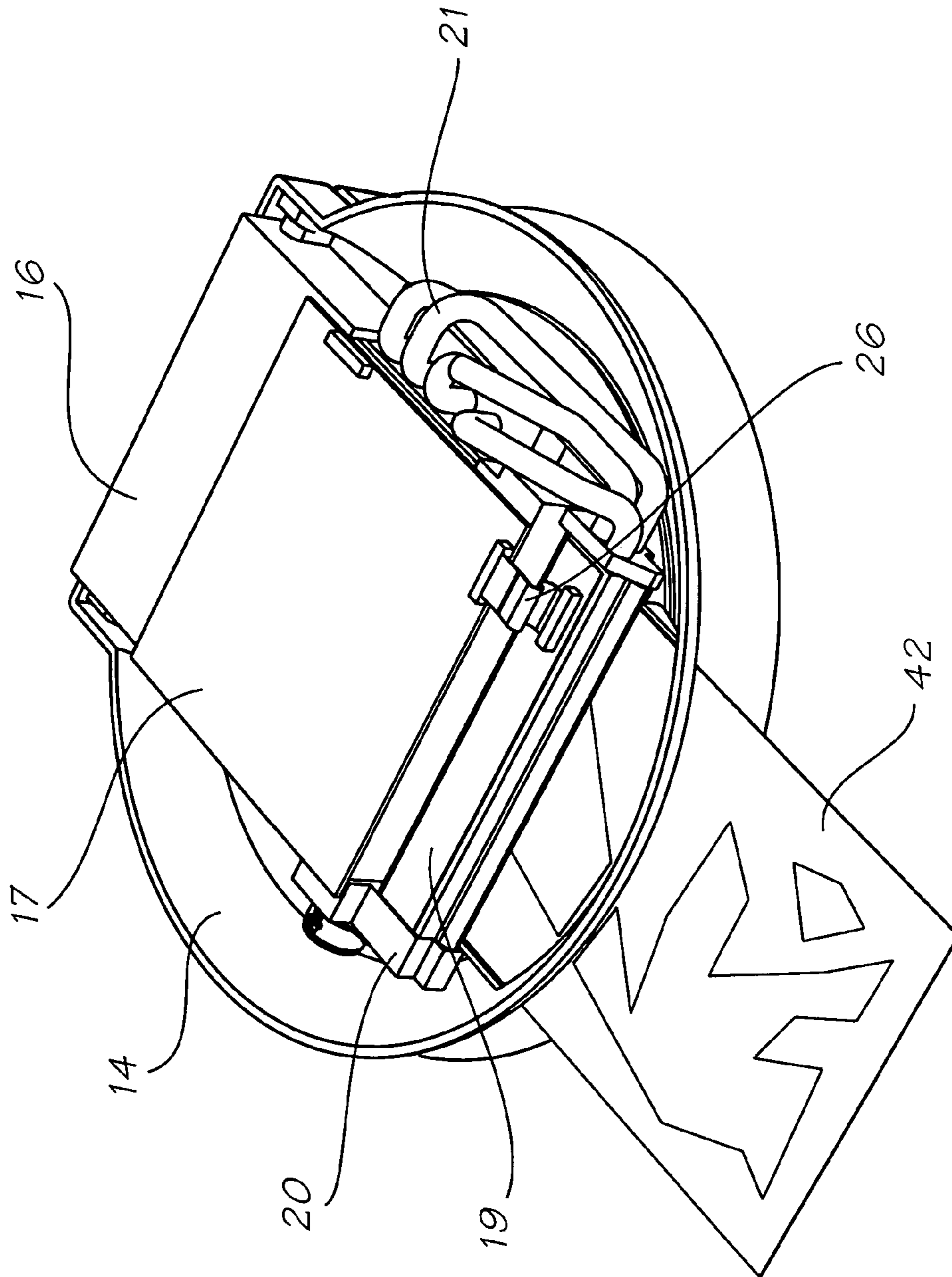


FIG. 7

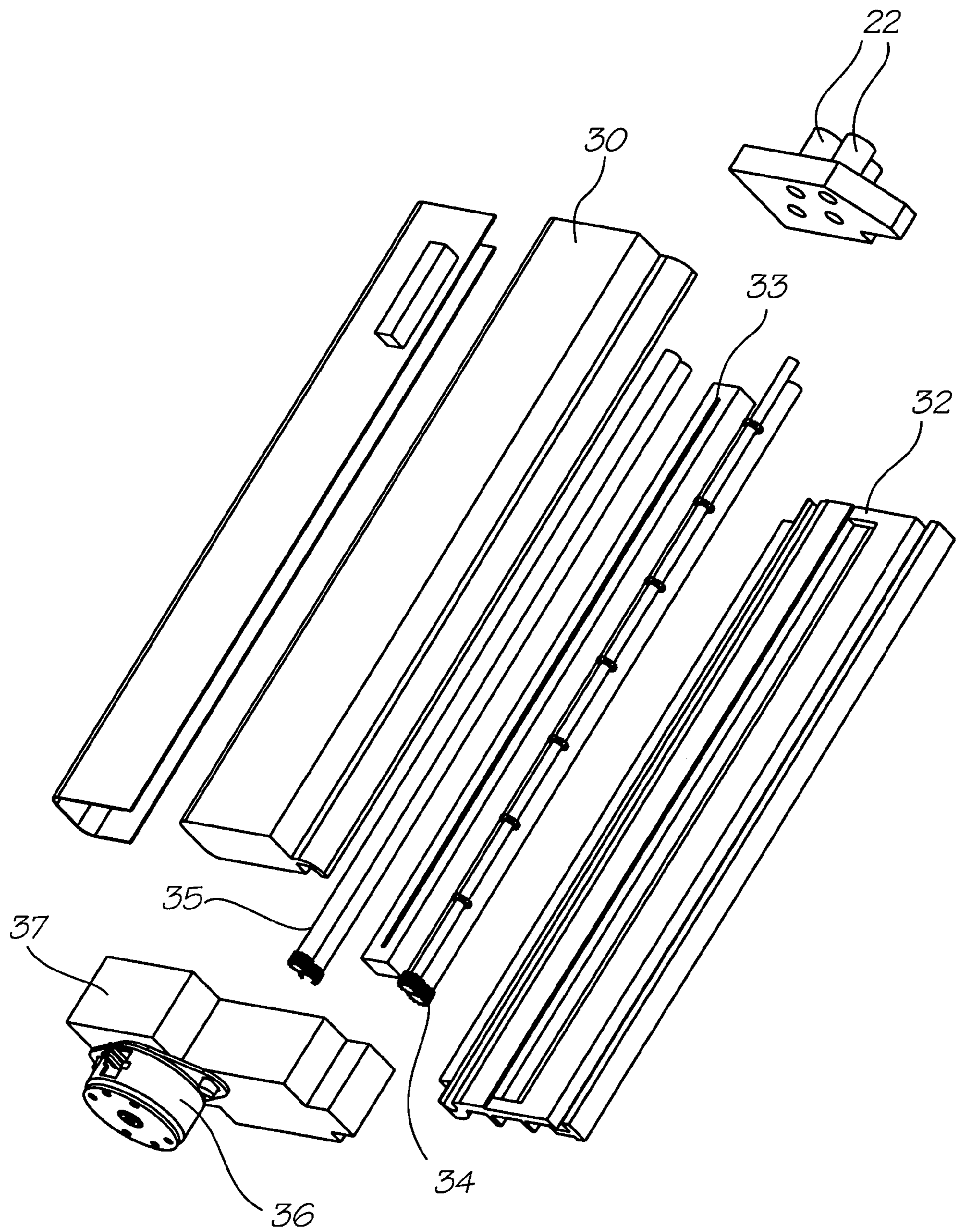


FIG. 8

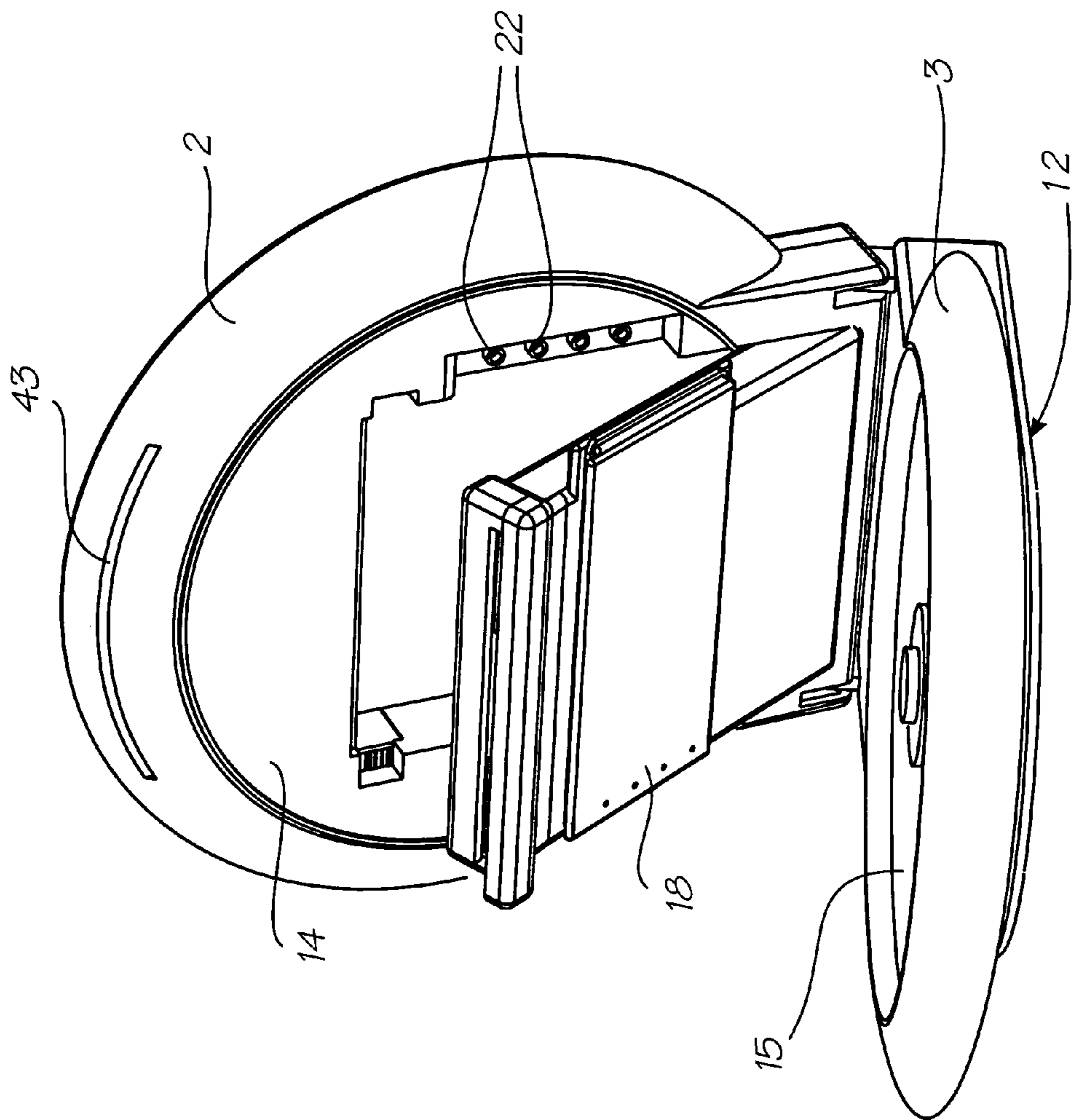


FIG. 9

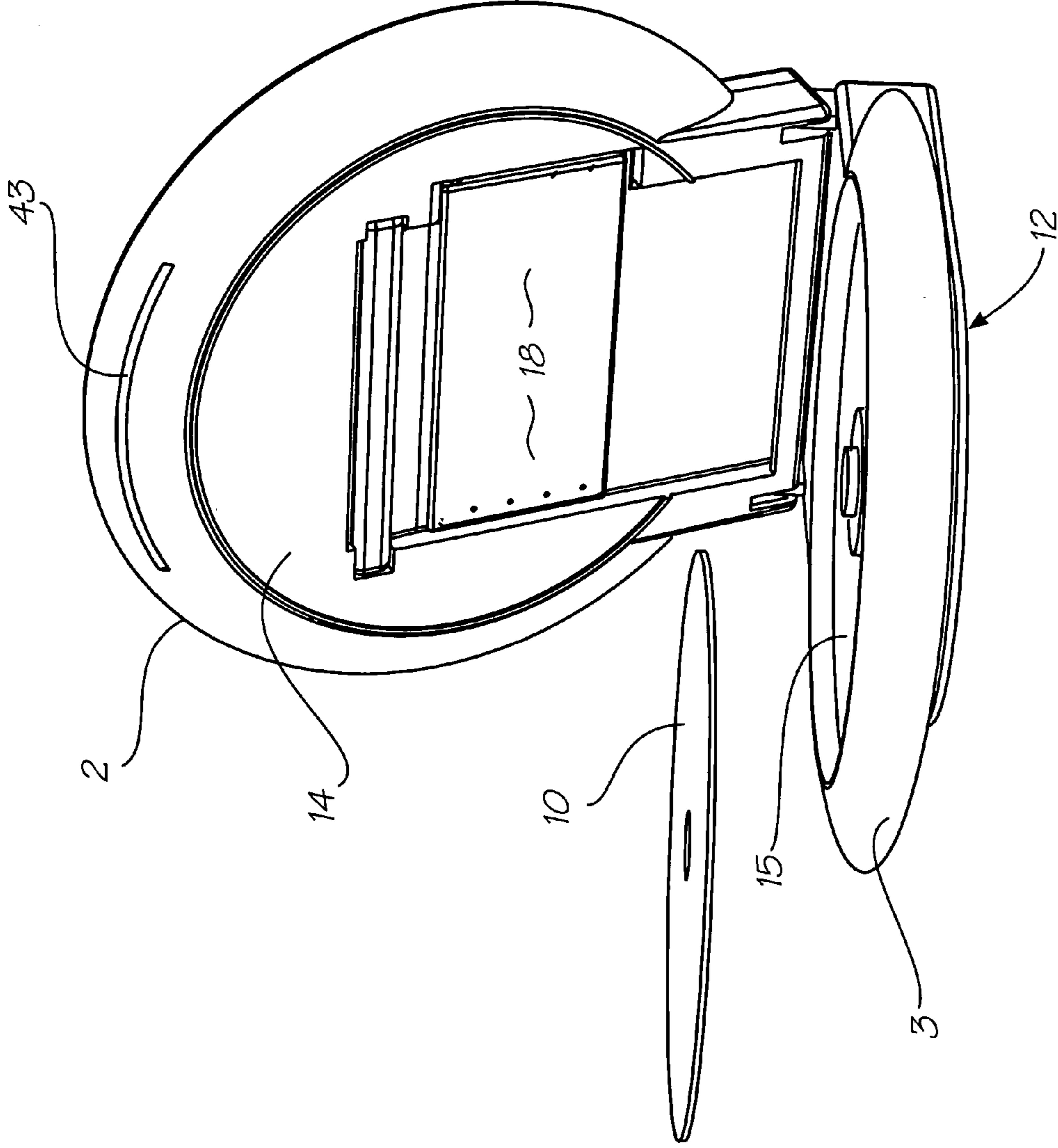


FIG. 10

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**VIDEO GAMING DEVICE WITH INTEGRAL  
PRINTER FOR PRINTING GAMING IMAGES  
AT LEAST PARTIALLY BASED ON AT  
LEAST SOME OF THE DISPLAY IMAGES**

CROSS REFERENCE TO RELATED  
APPLICATION

The present application is a continuation of U.S. application Ser. No. 10/636,194 filed on Aug. 8, 2003, which is a continuation in part of U.S. application Ser. No. 09/437,007 filed on Nov. 9, 1999, now issued as U.S. Pat. No. 6,835,135, all of which are herein incorporated by reference.

FIELD OF THE INVENTION

The present invention relates to the field of video games and, more particularly, to a video games console having an integral compact printer device.

SUMMARY OF THE INVENTION

In accordance with a first aspect of the present invention, there is provided a video gaming device, including a casing that includes a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program, the casing incorporating:

- communication means for receiving interaction data from at least one control device operable by a user;
- processing means for executing said interactive program at least partially in reliance upon the interaction data, thereby to generate display images for output to an image display means; and
- a printer apparatus including a printhead, ink supply unit, and print media feed mechanism, said printer apparatus being operatively associated with said processing means to print one or more gaming images onto print media in response to execution of said interactive program.

In accordance with a second aspect of the invention, there is provided video game apparatus including:

- a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program;
- communication means for receiving interaction data from at least one control device operable by a user;
- processing means for executing said interactive program at least partially in reliance upon the interaction data, thereby to generate display images for output to an image display means; and
- a printer apparatus including a printhead, ink supply unit, and print media feed mechanism; said printer apparatus being operatively associated with said processing means to automatically print one or more gaming images onto print media at one or more predetermined points during execution of the interactive program.

In accordance with a third aspect of the invention, there is provided a method of printing gaming information onto a substrate via a video gaming device, the video gaming device including:

- a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program;
- communication means for receiving interaction data from at least one control device operable by a user;
- processing means; and

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a printer apparatus including a printhead, ink supply unit, and print media feed mechanism; the method including the steps of:

- (a) executing the interactive program at least partly in reliance on the interaction data via said processing means, thereby to generate display images;
- (b) outputting the display images for display on an image display means; and
- (c) printing, under instruction from the processing means, one or more gaming images onto print media in response to execution of said interactive program.

Preferably, the gaming images are different to the corresponding display images of the interactive program at the time of printing.

More preferably, the gaming images include interaction information that can be utilized by the user to change, or continue along, the course of the interactive program.

In a particularly preferred form, the gaming images are indicative of successful completion of a predetermined task or level of the interactive program. Typically, this is provided in the form of a certificate that preferably includes information indicative of a score or a user that attained the certificate.

In one embodiment, the one or more points are predetermined gaming events defined by the interactive program. Such points can, for example, be reached upon successful completion of a gaming goal by a user or users.

BRIEF DESCRIPTION OF THE DRAWINGS

A preferred embodiment of the invention will now be described, by way of example only, with reference to the accompanying drawings, in which:

FIG. 1 is a front perspective view of a first embodiment video gaming device according to the invention with detachable controller module, illustrating a printed card being ejected from the integral printer;

FIG. 2 is a front perspective view of the console comprising printer module and DVD module with the top controller module removed;

FIG. 3 is a rear perspective of the console shown in FIG. 2;

FIG. 4 is a front view of the console shown in FIGS. 2 and 3;

FIG. 5 is a side view of the console assembly shown in FIG. 4;

FIG. 6 is an exploded front perspective view of the console assembly shown in FIGS. 2 to 5;

FIG. 7 is a front perspective view of the console with the printer module top cover removed;

FIG. 8 is an exploded perspective view of the printer apparatus including the printhead, print media feed mechanism and printhead ink distribution assembly but excluding the ink supply;

FIG. 9 is a front perspective view of the console showing the printer module in the raised position for insertion of the print media and ink supply cartridge; and

FIG. 10 is a schematic view of the assembly shown in FIG. 9 illustrating insertion of a DVD into the DVD player module.

DESCRIPTION OF PREFERRED AND OTHER  
EMBODIMENTS

In the illustrated preferred embodiment, there is provided a video game player which includes an integral printer

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which is able to print out, preferably on business card sized cards, information which enhances the interactivity of the video game.

Turning to the drawings, there is shown a video gaming device in the form of a console **1** comprising a printer module **2** and Digital Versatile Disc (DVD) player module **3**. Connected to the console is an optional detachable controller module **4** as shown in FIG. **1**. The detachable controller module can communicate with the console by any suitable means including wireless systems such as "Blue-tooth" or cable etc. and can be releasably secured to the console by any suitable means including magnetic coupling **5** or mechanical interlocking.

The printer module **2** and DVD player module **3** are interconnected by means of connecting housing extensions **6** and **7** which hinge about pivots **8** as shown in FIG. **3**. The lower connecting extension **7** preferably includes various input/output connectors and ports **9** for optionally connecting joysticks and other interactive devices. A video outlet port is also provided for connection with standard video type devices as is common in the art. Further ports can also be provided for an external power source or other devices such as sound systems to be interconnected to the console.

The DVD player module **3** is able to accept storage means in the form of standard DVD game discs **10** as is becoming popular in the industry. The DVD player is interconnected to a high-end processor (not shown), which can be constructed along similar lines to standard high-end video game processors. The processor in turn utilizes memory for standard video game functions and interacts with the print controller chip, which is also preferably housed with the high-end processor on PCB **11** within the printer module **2**. The controller chip (also not shown) can be structured along the lines set out in Australian provisional application NO. PP7024, entitled 'Image creation method and apparatus' filed 9 Nov. 1998, the contents of which are again incorporated by cross reference. Batteries for driving the console are preferably located in the base of the DVD player module as shown by arrow **12**.

The printer module **2** is preferably constructed so as to simultaneously provide a closure for the DVD player module **3**. This is achieved by hinging the printer unit to the DVD module as shown. The printer module **2** comprises a base moulding **14** that is configured to fully enclose a DVD disk-receiving compartment **15** formed in the upper surface of the DVD player module **3**. The base moulding **14** is further configured to define an integral chassis structure **16** adapted on its under side to receive and locate an ink and paper cartridge **18**.

The upper surface of the chassis structure **16** is configured to support a printhead and ink distribution assembly **19**, print media feed mechanism **20**, and ink connecting hoses **21**, the latter linking ink outlet nozzles **22** on the chassis with ink inlet nozzles **23** provided on the printhead and ink distribution assembly **19**. The printer and DVD control PCB **10** is also supported on the chassis **16** and has flexible connections **26** extending therefrom to interconnect the DVD and printer control buttons **27** and **28** provided on a top cover moulding **29**.

Details of the printhead, ink distribution assembly and print media feed means are best illustrated in FIG. **8**. The printhead, which is preferably in the form of a pagewidth ink jet printhead chip, is packaged with an ink distribution unit and printhead cover into a printhead module **30**. This module **30** is supported on a printhead chassis moulding **32**, and further includes a printhead capping mechanism **33**,

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paired drive rollers **34** and **35**, stepper motor **36** and an associated gear box **37** that engages the drive rollers **34** and **35**.

The preferred ink and paper cartridge is preferably in accordance with that described in the applicant's co-pending U.S. patent application Ser. No. 09/436,508 the contents of which are incorporated herein by reference. In the alternate embodiment illustrated in the accompanying drawings the ink and paper cartridge comprises a casing **40** defining an upper print media storage region **41** adapted to hold a stack of paper cards or sheets **42**. A card-dispensing outlet is shown at **43**. The lower portion of the casing defines an ink supply region **45** that is separated internally into four sections each of which connect with piercable ink supply outlets **46**. Upon installation, these outlets **46** are pierced by formations in the underside of the base moulding so that ink flows from the cartridge to the outlet nozzles on the chassis **16**, via connecting hoses **21**, to the printhead and ink distribution assembly **19**.

In yet another embodiment, the printer unit and print media container can be snap fitted into the console.

In use, the console is connected to a video device and a DVD **48** is inserted into the DVD player module **3**. Appropriate controllers are then selected. These may be the detachable controller module **1** as shown in FIG. **1**, or alternatively other external interactive controllers. The printer can then be operated during execution of the program in the DVD either manually or automatically as discussed in more detail below.

It will be evident to those skilled in the art that the preferred embodiment provides for a video game system enabling print on demand cards. These cards can be utilized for a number of purposes. Firstly, the video game can, at certain predetermined levels, print out a series of 'brag cards'. These can provide a high-resolution picture that can only be achieved at a certain point in the game. The brag cards can be personalised with the game players name, score, chosen character, accumulated wealth or objects, etc. The cards could also include a photographic likeness where the video game arrangement includes an optional image sensor (not shown). With such an option, the brag cards could also be personalised with a photographic likeness mapping on to 3D characters etc.

The DVD player can be adapted to play standard DVD movies in addition to being configured to read CD-ROMs so as to provide information from encyclopaedias, maps etc provided by other CD-ROMs or DVD disks. In this manner, images from DVD movies and information from such CD-ROM or DVD repositories can be printed out. It should be noted that while the preferred form uses a DVD player or drive, the interactive programs may be stored on CD-ROM or on semiconductor memory cartridges, the latter being popularly used with pocket sized prior art video game devices.

Additionally, although the preferred embodiment described is designed for optional use with non portable external display and control devices, the game storage medium, controls, game processor, screen, audio and printer may all be housed in the same housing, and this may be pocket sized if required.

Where educational software is provided, the printer can be utilized to print out standard award certificates or diplomas upon reaching various levels. Such a system provides for an ideal incentive for children utilizing the system to become further involved in educational software running on the system. The utilization of the printer also allows parents to monitor children in the utilization of the device through, for

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example, the demanding of certain information or diploma certificates being printed out at various steps before the device can be utilized as a game-playing machine. The arrangement can be synergistic between the game playing and educational software, where the educational software prints out a code or clue for utilization by the user in playing the games. Of course, many other interactive uses can be provided.

It will be appreciated by those skilled in the art that numerous variations and/or modifications may be made to the present invention as shown without departing from the spirit or scope of the invention as broadly described. Accordingly, the present embodiment is to be considered in all respects to be illustrative and not restrictive.

I claim:

1. A video gaming device, comprising a housing that incorporates:

a printer module; and  
a disc player module;

the disc player module receiving a memory disc in an opening of said disc player module;

the printer module and disc player module being interconnected by a hinge joint such that the printer module provides a closure for said opening of said disc player module;

the device further including communication means for receiving interaction data from at least one control device operable by a user;

processing means for executing an interactive program read from a disc within said opening of said disc player module; and

a printer apparatus within said printer module including a printhead, ink supply unit, and print media feed mechanism, said printer apparatus being operatively associated with said processing means to print one or more gaming images onto print media in response to execution of said interactive program, the gaming images being at least partially based on at least some of the display images.

2. A video gaming device according to claim 1 including an integral internal print media supply unit.

3. A video gaming device according to claim 2, wherein said print media is in the form of sheets of paper or card.

4. A video gaming device as claimed in claim 3, wherein said sheets are substantially business card size.

5. A video gaming device according to claim 2, wherein the print media and ink supply unit are housed in a replaceable cartridge assembly.

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6. A video gaming device according to claim 5, wherein said cartridge includes a print media feed roller device for interacting with the print media feed mechanism to feed media from the cartridge to the printhead as required.

7. A video gaming device as claimed in claim 1, wherein said one or more gaming images are printed via said printer at one or more points of said interactive program.

8. A video gaming device as claimed in claim 7, wherein said one or more points are predetermined gaming events defined by the interactive program.

9. A video gaming device as claimed in claim 8, wherein said one or more points are reached upon successful completion of a gaming goal by a user or users.

10. A video gaming device as claimed in claim 1, wherein said printhead comprises an inkjet printhead.

11. A video gaming device as claimed in claim 10, wherein said ink jet printhead comprises a pagewidth array of ink ejection nozzles configured to selectively eject ink by means of a series of actuators.

12. A video gaming device as claimed in claim 11, wherein said actuators are thermal bend actuators.

13. A video gaming device as claimed in claim 10, wherein said printhead is a microelectromechanical system (MEMS) printhead.

14. A video gaming device as claimed in claim 1, wherein said communication means comprises a wireless Communication system.

15. A video gaming device as claimed in claim 1, including a detachable controller module incorporating a variety of interactive control devices.

16. A video gaming device as claimed in claim 15, wherein said controller module is releasably connected with said console by means of a magnetic coupling.

17. A video gaming device as claimed in claim 9, wherein the gaming images are different to the corresponding display images.

18. A video gaming device as claimed in claim 9, wherein the gaming images are indicative of successful completion of a predetermined task or level of the interactive program.

19. A video gaming device as claimed in claim 18, wherein the gaming images take the form of one or more certificates.

20. A video gaming device as claimed in claim 19, wherein the certificate includes information indicative of a score or a user that attained the certificate.

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